

POSSESSIONS

Gear (Carried)

Gear (Owned)

PARA-PSYCHIC POWERS

First Order	Load	Difficulty	Initiation	Maintenance	Page
Second Order	Load	Difficulty	Initiation	Maintenance	Page
Third Order	Load	Difficulty	Initiation	Maintenance	Page

ARMOR

Type	Protection

WEAPONS

Type	Damage	Shots/Rounds	Range

WOUNDS

Level	Vitality	Current	Effect	Tager Vitality	Tager Current
Flesh			None		
Light			-1 Test Penalty		
Moderate			-3 Test Penalty/Half Move Max. 2 Actions/Armor Half		
Serious			-6 Test Penalty/Crawl Max. 1 Action/Armor Gone		
Death's Door			Unconscious & Dying		

